

Tasks done by each member

Etienne Plante 40236785:

- Setup OpenGL environment and inputs driver
- Implemented basic skeleton for rendering setup+driver of the pyramid
- Setup pyramid transformations to follow the specified guidelines

Antoine Cantin 40211205

- Model-World-View infrastructure for transformations
- Buffers configuration, parameters/vectors choices
- Vertex and Fragment shaders & uniforms + 3D Scene Lighting